

CLAIMS:

1. A method for providing transportable character-centric gaming at a wireless Local Area Network (WLAN) hotspot to a user comprising the steps of:

providing (201) a first gaming server at a first WLAN hotspot, wherein the gaming server is accessible from the WLAN hotspot;

providing (203) at least one first selectable game at said first gaming server having at least one savable character;

providing the capability to save (217) the savable character at an arbitrary point in the first game onto a transportable medium to form a current saved character, wherein the current saved character is loadable in a future game.

2. The method of claim 1, further comprising the step of providing (203) a second game, wherein the future game comprises the second game.

3. The method of claim 2, wherein the first and second games are different.

4. The method of claim 1, further comprising the step of providing (203) a second game and a second WLAN hotspot, wherein the future game comprises the second game at the second WLAN hotspot and the first WLAN hotspot and the second WLAN hotspot are different.

5. The method of claim 1, further comprising the steps of:

determining (205) if a previously saved character exists for the selectable game which is desired to be used,

wherein if a previously saved character exists further comprising the steps of entering (207) the previously saved character for use in the selectable game; and

wherein if a previously saved character does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

6. The method of claim 1, further comprising the steps of:

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determining (301) if a previously saved character exists for the selectable game, wherein if a previously saved character exists for the selectable game, further comprising the steps of:

5 determining (307) if the previously saved character is desired to be deleted and replaced with the current saved character, wherein if said previously saved character is desired to be deleted and replaced with the current saved character, further comprising the steps of determining (309) the previously saved character to be deleted, replacing the deleted previously saved character with the current saved character; and wherein if said previously
10 saved character is not desired to be deleted and replaced with the current saved character, further comprising the steps of allowing the current saved character to be saved (311) and retaining the previously saved character; and wherein if a previously saved character for the selected game does not exist, further comprising the steps of allowing the current character to be saved (303).

15 7. The method of claim 1, wherein the transportable medium comprises at least one of a laptop, PDA, floppy disk and compact disk.

8. The method of claim 1, further comprising the steps of:

20 providing (206) at least one selectable gaming environment on the first gaming server; and

 providing the ability to enter (207) the saved character for play in the selected gaming environment.

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9. The method of claim 1, further comprising the steps of:

providing (201) a second gaming server at a second WLAN hotspot, the second gaming server including at least one second game and at least one second gaming environment;

providing the ability to log onto (201) the second WLAN hotspot and access the second gaming server;

providing the ability to select (203) at least one of the second game or the second gaming environment on the second gaming server;

providing the ability to load (207) the transportable medium onto the second gaming server; and

providing the ability to load (207) the saved character for play in the at least one selected second game or second gaming environment.

10. The method of claim 9, further comprising the step of providing the ability to transport (217) the savable character from the first gaming server to the second gaming server.

11. A method for providing transportable character-centric gaming comprising the steps of:

providing (203) at least one first selectable game having at least one savable character, wherein said savable character is savable independent of the first game;

providing the capability to save (213) the at least one savable character at an arbitrary point in the at least one first game onto a transportable medium to form a saved character; and

providing the capability to load (205) the saved character for play in at least one of said first selectable game or other games.

12. The method of claim 11, further comprising the step of providing (203) a first gaming server and a first wireless local area network hotspot, wherein the first game is provided on the first gaming server at the first wireless local area network hotspot.

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13. The method of claim 12, further comprising the step of providing (203) a second game, a second gaming server and a second wireless local area network, where the second game is provided on the second gaming server at the second wireless local area network.

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14. The method of claim 12, further comprising the step of providing (206) at least one first gaming environment on the first gaming server.

15. The method of claim 13, further comprising the step of providing (206) at least
10 one second gaming environment on the second gaming server.

16. The method of claim 14, further comprising the steps of:

providing the ability to select (203) at least one of the first game or the first gaming environment for play; and

15 providing the ability to load (207) the saved character for play in the at least one selected first game or gaming environment.

17. The method of claim 15, further comprising the steps of:

20 providing the ability to select (203) at least one of the second game or the second gaming environment for play; and

providing the ability to load (207) the saved character for play in the at least one selected second game or second gaming environment.

18. The method of claim 11, wherein said other games comprise games
25 independent of said first game.

19. The method of claim 11, further comprising the steps of:

determining (205) if a previously saved character exists which is desired to be used for the selectable game,

30 wherein if a previously saved character exists which is desired to be used for the selectable game, further comprising the step of entering (207) the previously saved character for use in the selected game, and

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wherein if a previously saved character which is desired to be used for the selectable game does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

- 5 20. The method of claim 11, further comprising the step of providing (202) a gaming console, wherein the at least one first game is provided on the gaming console.

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